Abstrak

Perkembangan tekonologi yang semakin canggih dapat memudahkan pekerjaan manusia. Salah satu tekonologi adalah *gadget. Gadget* tidak hanya digunakan orang dewasa namun juga digunakan anak-anak untuk mengakses *game.* G*ames* juga digunakan untuk mendukung aspek-aspek perkembangan salah satunya kognitif. Perkembangan kognitif sangat diperlukan untuk meningkatkan kemampuan otak. Tujuan penelitian ini untuk mengetahui pengaruh intensitas bermain *game* terhadap tingkat kognitif (kecerdasan logika-matematika) anak usia 8-9 tahun. Kecerdasan logika-matematika dapat dinilai atau diwakili dari kemampuan berhitung. Penelitian ini menggunakan metode kuantitatif deskriptif. Instrumen yang digunakan berupa kuesioner dan soal tes matematika. Teknik Analisis data menggunakan uji normalitas berupa kolmogrov-smirnov, shapiro-wilk dan uji *mann-whitney*. Penelitian ini dilakukan di Sekolah Dasar Kristen Satya Wacana Salatiga kelas 3 berjumlah 60 anak. Hasil penelitian Responden dengan nilai kemampuan berhitung < 70 sebanyak 30 anak dengan rata-rata waktu bermain *game* 4.9 jam per hari dan 4.5 jam per minggu. Responden dengan nilai kemampuan berhitung > 70 sebanyak 30 anak dengan rata-rata waktu bermain *game* 2.8 jam per hari dan 2.2 jam per minggu. Data ini menunjukkan bahwa nilai ≤ 70 cenderung bermain *game* lama. Durasi bermain *game* ≤ 3 jam per hari dan > 3 jam per hari memiliki pengaruh signifikan terhadap kognitif. Durasi bermain *game* ≤ 21 jam per minggu dan > 21 jam per minggu memiliki pengaruh signifikan terhadap kognitif.

Kata kunci: bermain *game,* kognitif (Kecerdasan Logika-Matematika), kemampuan otak

The Effect Of The Intensity of Playing Game Toward Cognitive Level (Logic-Mthematics Intelligence The Age of 8-9 Years Old

Abstract

The advance of technology could ease the people for work. One kind of this is gadget. Gadget is not only used by adult, yet the children too to access the game. The game also used to bolster the aspects of growth, either is cognitive growth. Cognitive growth is required to improve the brain power. The purpose of this research is to find out the effect of the intensity of playing games to cognitive level (Logical-Mathematical Intelegence) for the children aged 8-9 years Logical-Mathematical Intelegence may be valued or represented by the numeracy skills. This research utilize quantitative and descriptive method by using several instrument such as math test and questionnaire. Analysis Data Technique, performed by using the normality test of kolmagrov-smirnov, shapiro-wilk and mann-whitney test. This research done in The Christian Primary School of Satya Wacana to 60 3rd graders pupils. The research to the respondent result that 30 pupils who playing games with average of time 4,9 hours a day and 4,5 hours a week have score of numeracy skills ≤ 70. While theother 30 pupils who playing games with verage of time 2,8 hours a day and 2,2 hours a week have score of numeracy skills >70. This data shows that the score <70 owned by the pupils who play the games longer. Duration of playing games <3 hours or >3 hours a day have a significant impact to cognitive level Likewise, duration of playing games <21 hours or >21 hours a week have a significant impact to cognitive level.

***Key words** : Playing Game, Cognitive (Logical-Mathematical Intelegence), brain ability.*